



M&S TRAINING TOOLS

Training Our Warfighters for the 21st Century

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Our Strategy Sets New Demands on Training



DUSD(Readiness)

What we've been doing



What we will do

- Shape the future world
- Respond to warfights
- Prepare with modernization

He who Learns Fastest - Wins



Our Strategy Requires Warfighters Trained for:



DUSD(Readiness)

- Full spectrum dominance and information superiority
- Flexible, adaptable behaviors
- Quick transition -- core warfighting to any mission
- Joint operations with new players (allies, NGOs, non-DoD agencies)
- Warfighting while doing peace ops
- Excellence at less costs



Joint Simulation System (JSIMS)



DUSD(Readiness)



Key Features

- Distribute globally (using C4I)
- Reuse software (HLA, objects library)
- Substitute live/virtual players
- Support crisis planning and mission rehearsal
- Build in training assessment and feedback



Embedded Training and Simulators



DUSD(Readiness)

Key Features

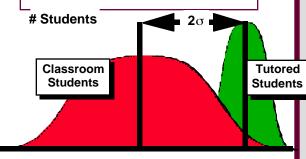
- Apply to future, emerging and existing systems
- Reuse simulation software (HLA, objects library)
- Move training from the school to job site
- Build in training assessment and feedback



Advanced Distributed Learning and Intelligent Tutor Technology







Achievement

Key Features

Reuse of training objects within an open architecture

- Provide access to users anywhere, just-in-time
- Build in training assessment and feedback
- Reach full potential of intelligent tutor-technology



In Sum --



• New M&S tools are just what our future warfighters need to train, but . . .

 We must rethink -- and reengineer -- how we train to realize their full potential